

What is claimed is:

1. A computer-implemented method for playing a multiplayer computer game comprising an automobile driving simulation, comprising steps of:

a computer identifying at least one player on a first team and a plurality of players on a second team, each player corresponding to an automobile in a graphically depicted simulated driving environment in which the multiplayer computer game is played;

initiating game play, during which each player on the first team tries to catch any player on the second team in the graphically depicted simulated driving environment;

when any player on the first team catches any player on the second team, changing the caught second team player to be on the first team; and

ending game play when a predetermined event occurs.

2. The method of claim 1, wherein all players on the first team have a first graphically depicted appearance.

3. The method of claim 2, wherein all players on the second team have a second graphically depicted appearance.

4. The method of claim 1, wherein players on the first team comprise predators, and players on the second team comprise prey.

5. The method of claim 2, wherein each predator is graphically depicted as a police car.

6. The method of claim 1, further comprising the step of determining a user corresponding to the last player on team two to be a winner of the game.

7. The method of claim 1, wherein at least one player is computer-controlled.

8. The method of claim 1, wherein, upon the occurrence of a predetermined criteria, a player on the first team changes to be a player on the second team.

9. The method of claim 1, further comprising:

sending directional arrow data to a computing system corresponding to a player on the first team, said data defining a direction of a directional arrow displayed on a display screen corresponding to the relative directional location from the player on the first team to a closest player on the second team.

10. The method of claim 1, further comprising:

sending map data to a computing system corresponding to a player identified as a player on the first team, said map data defining a position of each remaining player on the second team, said position of each remaining player on the second team to be displayed on an on-screen map on a display screen corresponding to any player on the first team.

11. The method of claim 1, further comprising the step of notifying at least the remaining player(s) on the second team when any player on the first team catches any player on the second team.

12. The method of claim 1, wherein the predetermined event comprises a predetermined amount of time elapsing.

13. The method of claim 1, wherein the predetermined event comprises a last player on the second team being caught by any player on the first team.

14. The method of claim 1, wherein the computer identifies a plurality of players on the first team prior to initiating game play.

15. The method of claim 1, wherein the computer identifies one player on the first team one for every n total players prior to initiating game play, wherein n is a positive integer.

16. The method of claim 1, wherein changing the caught team two player to become an additional team one player comprises changing an appearance attribute of the caught player.

17. The method of claim 1, further comprising, during game play, providing list data indicating whether each user is currently on team one or team two.

18. The method of claim 17, wherein said list data further indicates, for each team one player that started the game as a team two player, how long the each player was a team two player.

19. A computer-readable medium comprising computer-executable instructions for a method for playing a multiplayer automobile driving simulation computer game, comprising steps of:

a computer identifying at least one player on a first team and a plurality of players on a second team, each player corresponding to an automobile in a graphically depicted simulated driving environment in which the multiplayer computer game is played;

initiating game play, during which each player on the first team tries to catch any player on the second team in the graphically depicted simulated driving environment;

when any player on the first team catches any player on the second team, changing the caught second team player to be on the first team; and

ending game play when a predetermined event occurs.

20. The computer-readable medium of claim 19, wherein all players on the first team have a first graphically depicted appearance.

21. The computer-readable medium of claim 20, wherein all players on the second team have a second graphically depicted appearance.

22. The computer-readable medium of claim 19, wherein players on the first team comprise predators, and players on the second team comprise prey.

23. The computer-readable medium of claim 22, wherein each predator is graphically depicted as a police car.

24. The computer-readable medium of claim 19, wherein the computer executable instructions further comprise the step of determining a user corresponding to the last player on team two to be a winner of the game.

25. The computer-readable medium of claim 19, wherein at least one player is computer-controlled.

26. The computer-readable medium of claim 19, wherein, upon the occurrence of a predetermined criteria, a player on the first team changes to be a player on the second team.

27. The computer-readable medium of claim 19, wherein the computer executable instructions further comprise:

receiving directional arrow data defining a direction of a directional arrow displayed on a display screen corresponding to the relative directional location from a player on the first team to a closest player on the second team.

28. The computer-readable medium of claim 19, wherein the computer executable instructions further comprise:

receiving map data defining a position of each remaining player on the second team, said position of each remaining player on the second team to be displayed on an on-screen map on a display screen corresponding to any player on the first team.

29. The computer-readable medium of claim 19, wherein the computer executable instructions further comprise the step of notifying at least the remaining player(s) on the second team when any player on the first team catches any player on the second team.

30. The computer-readable medium of claim 19, wherein the predetermined event comprises a predetermined amount of time elapsing.

31. The method of claim 19, wherein the predetermined event comprises a last player on the second team being caught by any player on the first team.

32. The computer-readable medium of claim 19, wherein the computer identifies a plurality of players on the first team prior to initiating game play.

33. The computer-readable medium of claim 19, wherein the computer identifies one player on the first team one for every n total players prior to initiating game play, wherein n is a positive integer.

34. The computer-readable medium of claim 19, wherein changing the caught team two player to become an additional team one player comprises changing an appearance attribute of the caught player.

35. The computer-readable medium of claim 19, wherein the computer executable instructions further comprise, during game play, providing list data indicating whether each user is currently on team one or team two.

36. The computer-readable medium of claim 35, wherein said list data further indicates, for each team one player that started the game as a team two player, how long the each player was a team two player.